

**PRELIMINARY AMENDMENT**

Applicant: Mark L. Yoseloff.

Serial No.: 09/405,921

Filed September 24, 1999

Title: VIDEO GAMING APPARATUS FOR WAGERING WITH

UNIVERSAL COMPUTERIZED CONTROLLER AND I/O INTERFACE FOR UNIQUE ARCHITECTURE

Docket No.: PA0368.ap.US

Examiner: S. Ashburn

Group Art Unit: 3713

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**CLEAN COPY OF CLAIMS IN COMPLIANCE WITH 37 C.F.R. 1.121**

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1. A computerized wagering game apparatus, comprising:

    a computerized game controller operable to control a computerized wagering game;

    a video display and/or slot display device providing a visual representation of a signal provided by the computerized game controller such that the video display device displays at least one visual image selected from the group consisting of

        e) computerized wagering game status information and

        f) symbol elements that change with the play of the wagering game;

    a communication port communicatively coupled to the computerized game controller;

    an interface assembly comprising one or more user interface devices; [and]

    an I/O interface adapter configured to communicatively couple the interface assembly to the communication port and convert at least some signals between the interface formats supported by the interface assembly and the universal controller; and

        the communication port connected to gaming peripherals that can be communicated with by the computerized gaming controller.

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2. The computerized wagering game apparatus of claim 1 wherein the game controller is an IBM PC-compatible computer system.

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3. The computerized gaming apparatus of claim 1 wherein the communication port is selected from the group consisting of a PC serial port, PC parallel port, and a USB port and the at least some signals are converted by converting signals from one voltage level to another, inverting signals, multiplexing or decoding signals, or converting signals between formats supported by the various interface assemblies and the universal computerized game controller.

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4. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices are selected from the group consisting of buttons, slot machine arms, touch screen coordinates and joy sticks.

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5. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices comprises a credit management device.
6. The computerized wagering game apparatus of claim 5 wherein the credit management device is selected from the group consisting of coin acceptors, coin recognition systems, currency acceptors, currency recognition systems, credit card readers, and smart card readers.
7. The computerized wagering game apparatus of claim 1 wherein at least one of the user interface devices comprises a security device.
8. The computerized wagering game apparatus of claim 7 wherein at least one of the security devices is selected from the group consisting of tilt switches, device integrity switches, and spurious electrical discharge detectors.
9. A method for reconfiguring a computerized wagering game apparatus having a wiring harness for associating a computerized game controller with output devices in the apparatus, the method comprising:
  - a) removing an original special-purpose computerized game controller used to control a computerized wagering game from the apparatus, the original computerized game controller designed to and capable of working exclusively with a particular computerized wagering game apparatus and at least some interface devices on the apparatus, the peripherals having been connected to the original computerized game controller through a wiring harness that is not removed when the original special-purpose computerized game controller is removed;
  - b) inserting a universal computerized game controller operable to control a video wagering game and/or slot wagering game that can be played on the video and/or slot wagering game apparatus and an I/O interface that operatively couples the universal computerized game controller to user interface devices of the wagering game apparatus, the I/O interface adapter configured to communicatively couple the interface assembly to the communication port and a) convert at least some signals between the interface formats supported by the interface assembly

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and the universal controller and/or b) the I/O interface having digital logic to perform at least one function selected from the group consisting of buffering and latching signals; and

*C3*  
c) sending signals from the computerized game controller through the I/O interface and harness to communicate between the computerized game controller and the at least some user interface devices, communication to the at least some user interface devices performed through the wiring harness that was not removed.

*C4*  
10. The method of claim 9 wherein after said sending signals, the video and/or slot gaming apparatus enables a video and/or slot display device associated with the video and/or slot wagering game apparatus to provide a visual representation of a signal provided by the computerized game controller such that the video and/or slot display device displays at least one visual image selected from the group consisting of a) computerized wagering game status information and b) symbol elements that change with the play of the wagering game.

11. The method of claim 9, wherein the universal computerized game apparatus is an IBM PC-compatible computer system.

*C5*  
12. The method of claim 9, wherein the I/O interface is operatively coupled to a communication port selected from the group consisting of a PC serial port, a PC parallel port, and a USB port and the at least some signals are converted by converting signals from one voltage level to another, inverting signals, multiplexing or decoding signals, or converting signals between formats supported by the various interface assemblies and the universal computerized game controller.

13. The method of claim 9, wherein at least one of the user interface devices is selected from the group consisting of buttons, slot machine arms, touch screen coordinates and joy sticks.

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14. The method of claim 9, wherein the I/O interface has digital logic to perform at least one function selected from the group consisting of buffering, latching signals.

*CC*  
15. The method of claim 14, wherein at least one of the user interface devices comprises a credit management device, and the credit management device is selected from the group consisting of coin acceptors, coin recognition systems, currency acceptors, currency recognition systems, credit card readers, and smart card readers.

16. The method of claim 9, wherein at least one of the user interface devices comprises a security device.

17. The method of claim 16, wherein at least one of the security devices is selected from the group consisting of tilt switches, device integrity switches, and spurious electrical discharge detectors.

*19*  
19. A computerized wagering game apparatus, comprising:

a universal computerized game controller operable to control a computerized wagering game;

a video and/or slot display device providing a visual representation of a signal provided by the universal computerized game controller such that the video and/or slot display device displays at least one visual image selected from the group consisting of

c) computerized wagering game status information and

d) symbol elements that change with the play of the  
wagering game;

a communication port communicatively coupled to the computerized game controller;

a interface assembly comprising one or more user interface devices; and

an I/O interface adapter configured to communicatively couple the interface assembly to the communication port, the I/O interface adapter configured to communicatively couple the interface assembly to the communication port and a) convert at least some signals between the interface formats supported by the interface assembly and the universal controller and/or b) the

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I/O interface having digital logic to perform at least one function selected from the group consisting of buffering and latching signals.

20. The device of claim 1 wherein the computerized game apparatus comprises an embedded mother board.

21. The method of claim 9 wherein the universal computerized game controller is an embedded mother board.

22. A universal video and/or slot wagering gaming controller comprising:  
a pin connector for attachment to a video and/or slot wagering gaming apparatus;  
a connector to a circuit board;  
the circuit board having controls for peripherals in the gaming apparatus which can be executed by a computer;

an I/O interface between said wagering gaming controller and the pin connector, the I/O interface adapter configured to communicatively couple the interface assembly to the communication port and a) convert at least some signals between the interface formats supported by the interface assembly and the universal controller and/or b) the I/O interface having digital logic to perform at least one function selected from the group consisting of buffering and latching signals; and

the circuit board having a port to connect the controls for peripherals to a computer within the gaming apparatus.

27. The universal gaming controller of claim 22 wherein the peripherals include at least one function selected from the group consisting of button controls, coin acceptors, touch screen coordinates, credit managers, currency acceptors, operating system, security devices, game operating code and a store of images.

28. The universal gaming controller of claim 22 wherein the port is connected to a computer to execute the controls for peripherals.